

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

Shockwave, Beyond the Gate, Operation JumpGate and the Electronic Arts Studios logo are Trademarks of Electronic Arts. Dolby and the double-D symbol are trademarks of Dolby Laboratories Licensing Corporation. 3DO, the 3DO logos, and Interactive Multiplayer are trademarks and/or registered trademarks of the 3DO Company

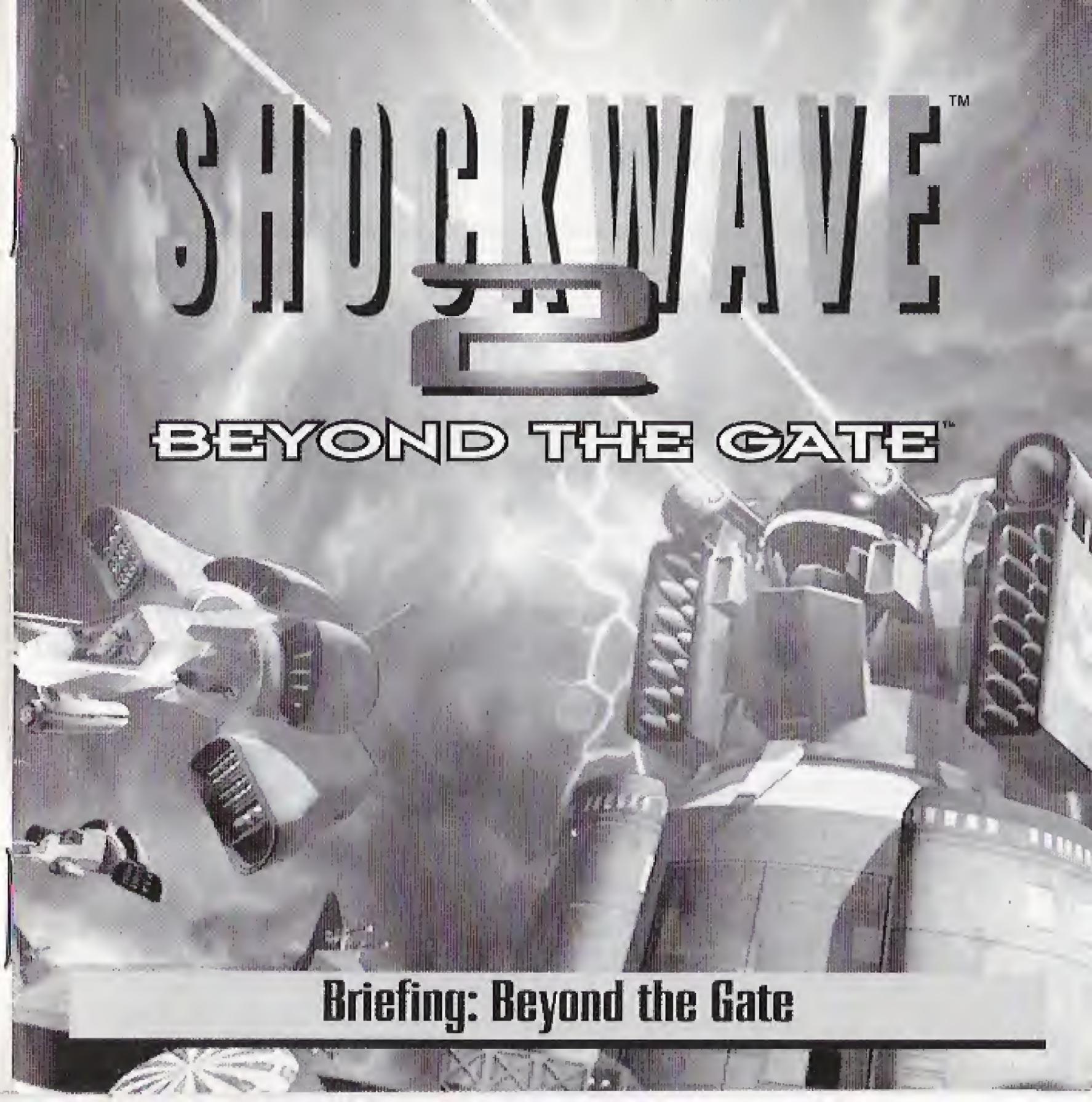
Software and documentation © 1995 Electronic Arts. All rights reserved.

All characters and material contained in Shockwave 2: Beyond the Gate are fictional, and any resemblance to real persons or events is coincidental.



3DO, the 3DO logos and Interactive Multiplayer are trademarks and/or registered trademarks of The 3DO Company.

755015



Briefing: Beyond the Gate

WARNING:

READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

SHOCKWAVE 2 : BEYOND THE GATE	2
ALIEN ENCOUNTERS	4
PERICATA	4
BRUNTSHEN	5
CRIDOX	6
SENSCI	7
SYSTEM I INTELLIGENCE REPORT	8
MESKENI	8
I.C.E. Strategy Analysis	9
HOELINWAA	10
I.C.E. Strategy Analysis	11
SARCONIA	12
I.C.E. Strategy Analysis	13
INTELLIGENCE REPORT—SUPPLEMENTAL	14
SPECIAL WEAPONS INVENTORY	14

SHOCKWAVE™ 2: BEYOND THE GATE™

In the twenty years since Commander Alaina Stewart's attempt to destroy the JumpGate ended the Alien Wars, the United Nations has deteriorated due to immense political and social upheavals. This weakness is exaggerated by the expanse of the human population to remote regions of the solar system. New human settlements and abandoned alien sites are recklessly pillaged for treasures and technology. The UN is forced to sanction quasi-military Privateers (pirate hunters) to protect new colonies from this recent pirate activity.

Our story begins at the site of an ongoing reclamation operation near the abandoned JumpGate where an important alien artifact has been discovered. Experts believe this artifact holds the secrets of the JumpGate and could unlock the deepest secrets of alien technology.

Drifting and unemployed in nearby space, Captain Avery Flynn and his crew of Privateers intercept a faint distress call originating from the reclamation point. When they arrive, there are no survivors and the alien artifact has vanished.

Flynn's ship, the *Cortez*, is suddenly attacked by an alien ship blasting its way toward the JumpGate. The artifact! His only chance to retrieve the alien artifact is to follow the ship through the gate, where no human has been before.

The *Cortez* survives the JumpGate, but the alien ship disappears. Marooned in an unfamiliar system, the crew of *The Cortez* lacks the means to return to their own system.

Now is the time for action. You are Captain Avery Flynn, commanding the *Cortez* through new worlds and civilizations. Everywhere you turn you find obscure alien defenses and a battle-hardened enemy ready to kill. Your goal is to find the alien artifact and return home safely. Survival depends on the instincts, skill, and loyalty of you and your crew. Good luck.

ALIEN ENCOUNTERS

Four alien races are engaged in a life or death struggle for power, and the *Cortez* is caught in the crossfire.

PERICATA

Those Who Feed On Neighbors

They are the aliens who attacked Earth 27 years ago. Their drive to survive and reproduce has sent them migrating through the JumpGate to find suitable worlds to aid in their evolution. All sense of morality and compassion has been lost and replaced with a machine-like drive to conquer and grow.

Their attack on Earth had been a side trip to reclaim eggs left in hibernation in order to start another reproduction cycle. The Pericata were surprised by Earth's combined defenses and the assault was defeated. However, outposts of Pericata remained throughout the solar system, tending to other reproductive and military needs. The asteroid just outside The JumpGate in Earth's solar system was used as the control post for all Pericata invasions to other worlds. In *Operation JumpGate™*, Commander Stewart pushed the Pericata back through the gate, forcing them to leave important alien technology behind.

BRUNTSHEN



Mercenary Outcasts

The Pericata destroyed the Bruntshen planet several thousand years ago, leaving the few survivors homeless and isolated. This created a new population of migrant workers and mercenaries who proved to be highly adaptable to the most severe conditions. This adaptability, as well as their disregard for danger and difficulty, make the Bruntshen extremely popular for unpleasant

duty. In addition, their apparent lack of compassion makes them excellent assassins and terrorists. They have the reputation for accepting any mission—for the right price.

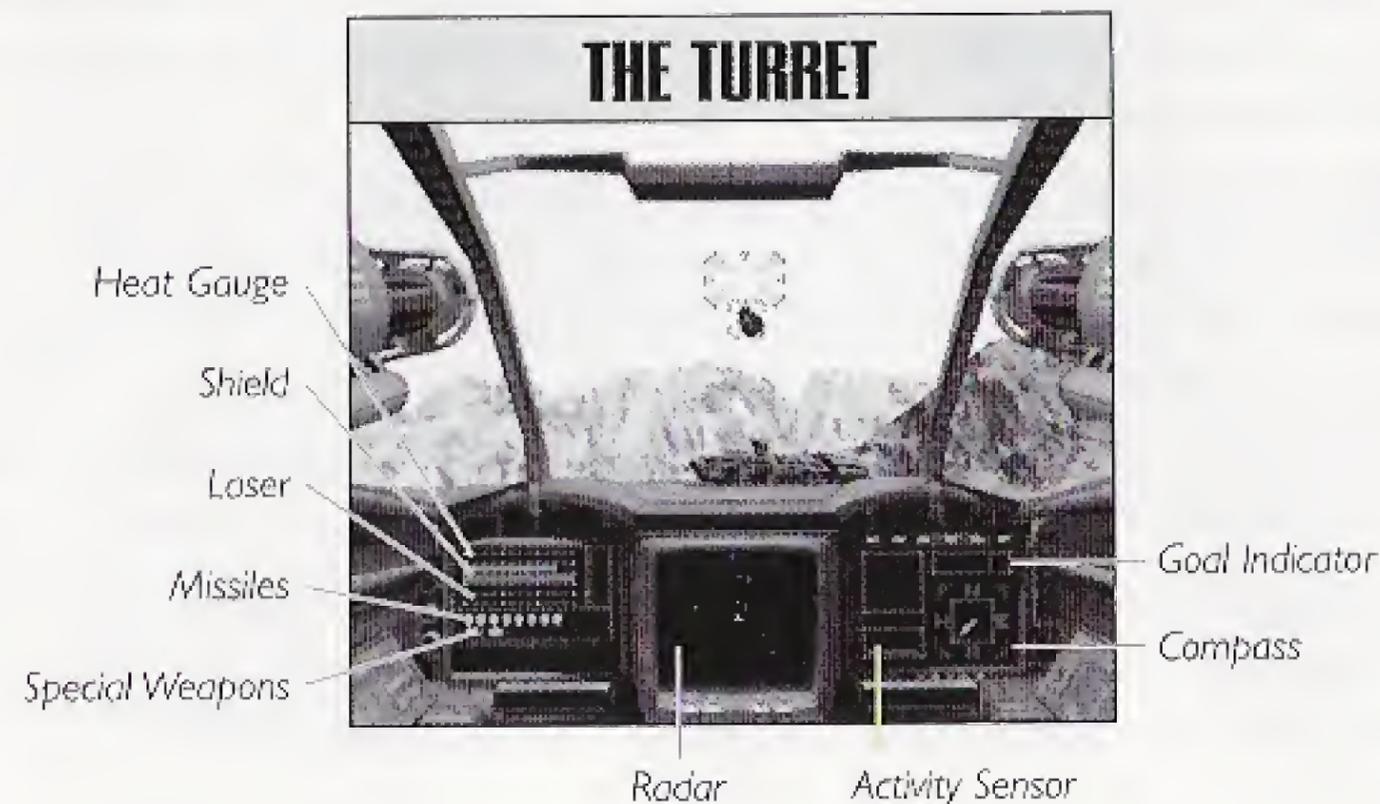
It is rumored that their ultimate goal is to increase their numbers and colonize a planet similar to their lost homeworld. Interestingly, the Bruntshen homeworld was very similar to Earth.

SYSTEM 1 INTELLIGENCE REPORT

MESKENI

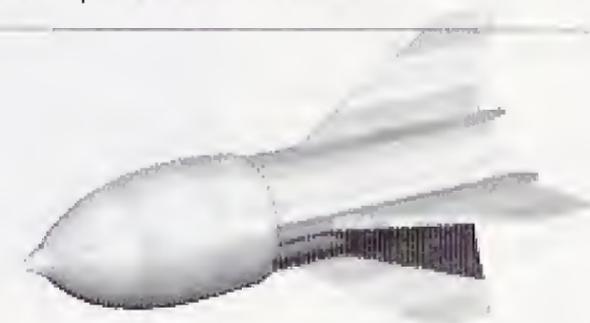


Meskeni is the key to system 1. A successful mission here is essential. You and your team are deployed to the planet surface to investigate a faint distress beacon. While the drop team explores, it is up to you to provide cover from the Turret. Long range scanners indicate large numbers of alien craft in the area.



I.C.E. STRATEGY ANALYSIS

- Use the ion cannon and conserve ammo, or use lasers and keep them blasting. Be aware—the ion cannon can overheat.
- Airborne alien craft are often too quick for lasers or the ion cannon. Use the Piranha missiles as soon as you lock onto a target. If the Pericata are allowed to gain air superiority, they will continue to make quick strafing and missile runs, inflicting severe damage while you are engaged by ground forces.
- Keep the aliens busy—they'll come at you from every direction. Watch your back.
- Keep one eye on your radar. Spread your fire around.

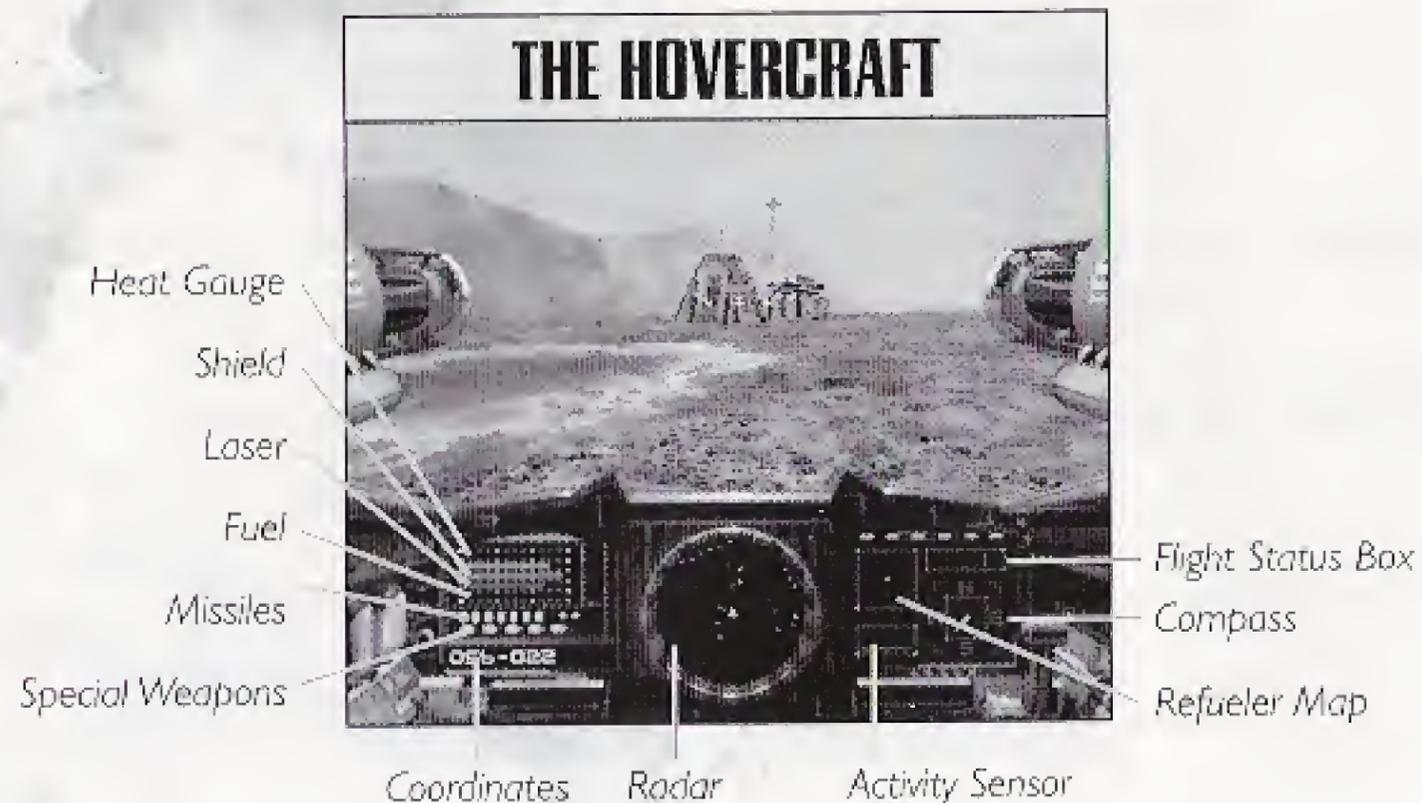


HOELINWAA



A chlorotic trail has been traced to the nearby planet Hoelinwaa. Expect heavy fortification. The alien forces would not have fled to this planet unless they were certain support would be waiting.

THE HOVERCRAFT



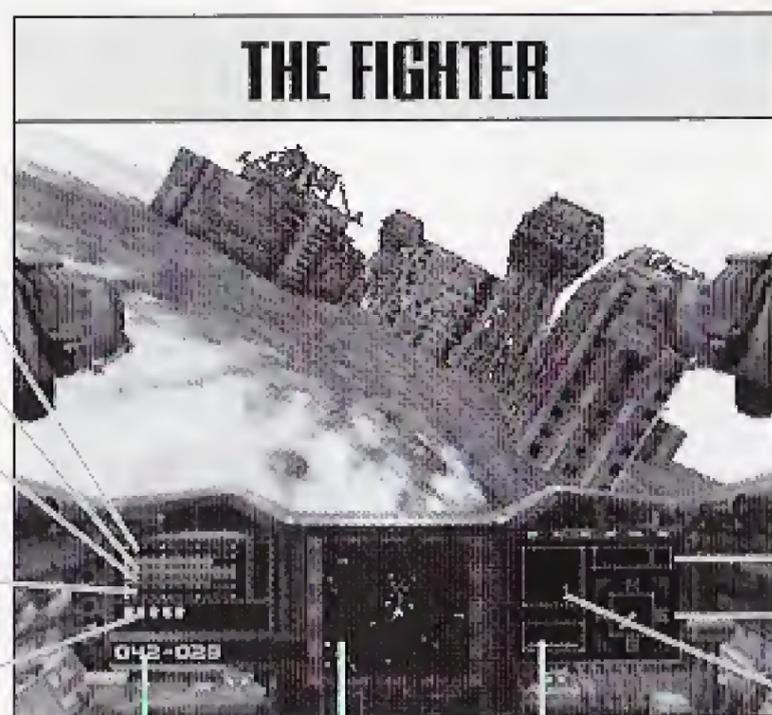
I.C.E. STRATEGY ANALYSIS

- ▶▶▶▶▶▶ When approaching the enemy outposts, keep moving. Make several high speed passes to avoid enemy shots.
- ▶▶▶▶▶▶ Load your craft with ion cannons. You need all the firepower you can muster for the heavy alien armor.
- ▶▶▶▶▶▶ First use the Piranha missiles to clear out airborne aliens. Your assaults on alien fortifications are more difficult if you're being attacked from behind and above.
- ▶▶▶▶▶▶ Enemy aircraft may be loaded with missiles. To buy time, hit the reverse thrusters on your Hovercraft and pick them off with your cannons or laser before they impact.
- ▶▶▶▶▶▶ Stay in close radio contact, and pay attention to your crew.

SARCONIA



Intelligence reports show the aliens have been holding the captured crew of the Omaha on the planet Sarconia. Your objective is to defeat the prison stronghold and free the prisoners. The aliens shed a lot of blood defeating the Omaha. Do not expect them to hand over the prisoners without a battle. You are in the fighter—hit them hard and fast.



Heat Gauge

Shield

Laser

Fuel

Missiles

Flight Status Box

Compass

Refueler Map

Coordinates

Radar

Activity Sensor

I.C.E. STRATEGY ANALYSIS

- Sarconia is guarded by an extremely powerful force field. Survival depends on technology and experience gained by defeating the other two planets in this system.
- The prison complex is too strong for an immediate frontal assault. It is imperative that you knock out the network of prison towers before facing the main prison turrets.
- Load your craft with ion cannons. There should be minimal interference with the deployment of refuelers, so do not hold back.
- Make several strafing runs when taking out the prison towers. Do not get in too close—their defenses are formidable.
- Engage all mobile alien craft away from the towers or other structures. Remember, the prisoners' safety is your priority here.

INTELLIGENCE REPORT—SUPPLEMENTAL

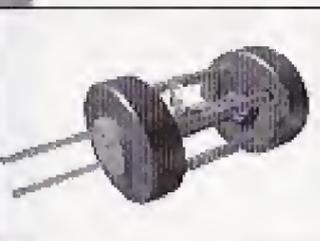
Intelligence indicates that there is insufficient data for I.C.E. Strategy Analysis on any other system. Data will become available once the JumpGate codes are obtained and processed.

SPECIAL WEAPONS INVENTORY

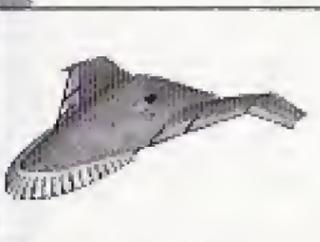
After a successful mission, Engineer Bill begins work on gathered alien wreckage to generate bigger and better defenses. You may find his special weapons saving your life.



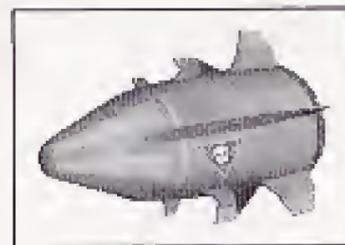
Scanner—The Scanner provides an overhead map to aid in navigation. Since it is an automatic device, you do not need to activate it.



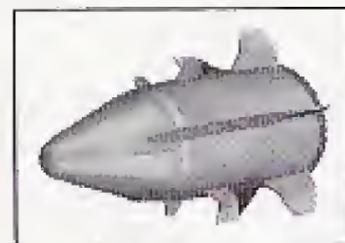
Transmitter—The Transmitter allows you to deactivate energy fields and explore an area. Since it is an automatic device, you do not need to activate it.



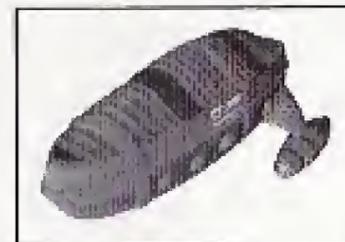
Heavy Ram Missile—The Heavy Ram is a self-guided ramming missile. Once locked on a target, it will run it down and ram it. If the Ram is not destroyed in the collision, it will automatically lock on to another target. It will continue this behavior until its shields have been depleted.



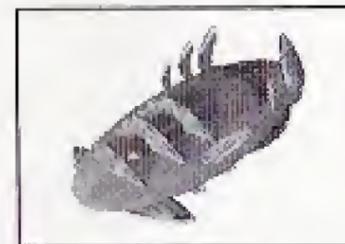
Light Nuke Missile—The Light Nuke is especially useful against large groups of objects. Be careful not to target anything too close to your vehicle, as the blast may deplete your shields.



Heavy Nuke Missile—The Heavy Nuke is the most destructive weapon in the arsenal. Its large blast radius can destroy multiple heavily armored targets.



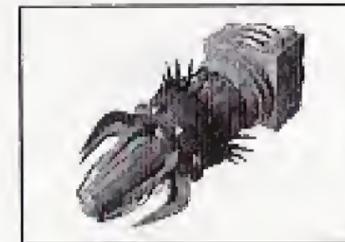
Drop Tank—This extra fuel tank automatically gives extended range for long missions.



Extra Power Pack—This additional power module automatically extends gun charges and slows overheating.



Extra Shield Pack—This generator automatically provides extra shield coverage, allowing your craft to take more damage.



EMP Disrupter—When triggered, this device should destroy all enemy shots currently in the air and prevent them from firing for several seconds.

CREDITS

Design - - - - - Laurent Benes, Erik Holden, Bob Rossman,
Don Woo
Mission Design - - - - - Erik Holden
Lead Engineering - - - - - Laurent Benes
Engineering - - - - - Scott Eklund
Art Direction - - - - - Don Woo, Bob Rossman
Sound Design - - - - - Marc Farly, David O'Neal
Computer Graphics - - - - - Chris Crowell, Bill Eral, Bob Rossman,
Waddy Dacay, Erik Holden, Don Woo
Mission Editing Engineering - - - Chris Conway
Mission Scripting - - - - - Chris Crowell, Andy Kieran, Stig Smith
Producer - - - - - Lucy Bradshaw
Project Manager - - - - - Cyndi Hill
Assistant Producer - - - - - Michael Yasko
Product Manager - - - - - Lisa Higgins, Albert Penello
Package Design - - - - - Davidson Design
Package Illustration - - - - - Don Woo, Erik Holden
Documentation - - - - - Andrea Engstrom, Jason Armatta
Documentation Layout - - - - - R. Lambing Design
Lead Testing - - - - - Tim-John deVroede
Testing - - - - - Michael Lubuguin, Joanna Pataki, Steven Imes,
Sam Watkins
Quality Assurance - - - - - Anthony Crouts
Tools Support - - - - - AWS Tools Group
Media Production - - - - - Eric Kornblum, Jerry Newton, Michael Marsh
Dubbing Mixer/Foley Editor - - - Dave Nelson
Special Thanks - - - - - Kelly Pope, Nancy Philippine, Kris Theofelis

VIDEO PRODUCTION

Director - - - - - Bob Rossman
Producer - - - - - Randy Frederick
Writers - - - - - Bob Rossman, David Gordon
Music Composition - - - - - Pat Gleeson
Production Manager - - - - - Debbie Brubaker
1st Assistant Director - - - - - Mike Kitchens
2nd Assistant Director - - - - - Michelle Hickey
Production Coordinator - - - - - Neal Bryant
Director of Photography - - - - - Chris Johnson
Assistant Camera - - - - - Ruben O'Malley
Script Supervisor - - - - - Denise Bostrom, Paula Frankel
Production Designer - - - - - Doug Freeman
Prop Master - - - - - Craig W. Seamas
Weapons - - - - - Conrad Lee, Don Woo
Ultimatte Operator - - - - - Jim Rolin
Videotech - - - - - Tim Armstrong
Director of Audio - - - - - Murray Allen
Sound Mixer - - - - - John Lusitana
Boom Operator - - - - - Marget Long
Gaffer - - - - - Darrell Flowers
Key Grip - - - - - Paul Meiss
Best Boy Grip - - - - - Brent Cyr
Best Boy Electric - - - - - Bruce Thompson
Stunt Coordinator - - - - - Mark Silence
Wardrobe Supervisor - - - - - Laura Haynes
Wardrobe Assistant - - - - - Aimee McCrary
Special Makeup - - - - - Kamila Portuguese
Makeup and Hair - - - - - Nancy Marsalis, Gretchen Davis

Seamstress - - - - - Nancy Lee
 Key PA - - - - - Susan Krumm-Scott
 PA - - - - - Brad Marshland
 Catering - - - - - Rosalind Catering
 Craft Services - - - - - Paul Gianakos
 PA Intern - - - - - Karin Shaw
 Avid Editor - - - - - David Levine
 On-line - - - - - Alan Chimenti
 Dubbing Mixer - - - - - Patrick Fitzgerald
 Foley Engineer - - - - - Richard Duarte
 Foley Artists - - - - - Margie O'Malley, Marnie Moore
 Sound Effects - - - - - Marc Farly
 Casting Director - - - - - Nancy Hayes
 Production Services - - - - - Crocodile Productions:
 Carol Contes, Sheri Sarkis

CAST: (IN ORDER OF APPEARANCE)

Alaina Stewart - - - - - Marcia Pizzo
The Major - - - - - Bruce Williams
Alexindra - - - - - Molly McAlpine
Lee - - - - - Ross Martineau
Rusty - - - - - Corie Henninger
Jenkins - - - - - Joseph Murphy
Capt. Flynn - - - - - James Cunningham
Marshall - - - - - Christina James
Voice of I.C.E. - - - - - Kristina Holland
Capt. Rook - - - - - Brent St. Clair
Rook's Navigator - - - - - Scott McClain

Sergeant Steele - - - - - Chuck Austen
Engineer Bill - - - - - Tahmus Rounds
Dr. Watkins - - - - - Charles Orange
Counselor Bob - - - - - William Hall
Bin Kar - - - - - Chuck Hilbert
Truk - - - - - Sherman Koltz
Jol Bet - - - - - David Silverman
Trooper - - - - - Michael Ching
Trooper - - - - - Celia Shuman
Guard - - - - - Steve Lee
Dr. Yamada - - - - - Randall Nakano
Sensci Leader - - - - - Nick Scoggin
Droid - - - - - Himself

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to replace, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

LIMITATIONS—THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED